



The City of Dayton Recreation & Youth Services  
**Official Kid Pitch Major League Rules**  
Ages 11-12



The rules for this division will be the rules of OHSA baseball except for the following:

1. The purpose of this league is to teach the boys and girls the fundamentals of baseball, fair play, discipline, and good sportsmanship.
2. Age cut-off date is May 1<sup>st</sup> (a child who turns 13 before May 1<sup>st</sup> will not be permitted to play).
3. Players must furnish their shoes and gloves. No steel spikes are permitted, but rubber cleats on molded soles are preferred. Complete league issued game uniforms must be worn for all games. No exceptions.
4. Games will be 6 innings in length. Games that are tied at the end of 6 innings will be continued until a winner is determined.
5. No new innings are allowed to start after the 2 hours limit is reached. The home team will always be allowed their last at bat if not leading after 2 hours.
6. An official game shall be recognized at the end of 3 innings. Any game called after this due to rain will be considered complete.
7. No manager, coach, player or parent shall display unsportsmanlike conduct – intimidation, cursing, calling of names, or excessive and unnecessary yelling at players, managers, coaches, umpires, etc. Penalty shall be ejection from the game after 1 warning per game.
8. Any manager, coach or player ejected for unsportsmanlike conduct or language will be disqualified from the next game scheduled.
9. Any dispute with an umpire call should be handled by the manager only. Any assistant coaches, players or parents disputing an umpire's call will be ejected from the game after 1 warning per game.
10. Any manager, coach, player or parent ejected from a game is required to leave the park. Failure to do so will result in a forfeiture of the game.
11. The home team will occupy the third base line bench and will be responsible for supplying the game ball, and act as the official score keeper.
12. An at bat will end if 3-outs have been made or the offense has scored 7 runs, except in the last inning which has no run limit.
13. The fielding team makes the safe/out calls at third base and home plate. The batting team makes the safe/out calls at first base and second base.
14. If a batter is out of the batter's box when hitting, they will be automatically called out. Also, a batter who throws his bat will be out after 1 warning per batter per game.

15. Base runners are not allowed to lead off and cannot steal a base until the ball has crossed home plate.
16. Games may be played with at least nine (9) players. If each team has only nine (9) players the game will proceed as normal. If a tenth (10<sup>th</sup>) through twelfth (12<sup>th</sup>) player arrives they will be inserted into that position. If a team at "ANY" time has only eight (8) players they will forfeit the game.
17. Each team will field 10 players when possible with 4 of the players being in the outfield.
18. Each batter will get 6 pitches or 3 swings before being called out. There are no walks. Players cannot be called out if they foul off the 6<sup>th</sup> pitch or the 3<sup>rd</sup> swing.
19. Each batter is allowed 2 counsels from their manager/coach while batting and the managers/coaches are not allowed to have contact with their batter. If a manager/coach touches a base runner while running the bases, the player is automatically out.
20. Runners may advance one additional base on overthrown balls to any base.
21. A runner advancing to the next base and the fielder has possession of the ball waiting to apply the tag; the runners must slide or give themselves up and avoid unnecessary contact.
22. No head first slides.
23. All players who are on the roster and are in good standing must play at least three (3) innings per game. Two (2) of the three (3) innings must be played in the infield. A player in good standing is one who has been to practices or has excused absences.
24. All players who are on the roster and are in good standing will be placed on the batting lineup. A continuous batting lineup will be used. (Everyone bats)
25. Any player failing to stay in assigned batting order will be called out.
26. Substitutions: A player may be taken out and returned to the line-up. A player taken out of the game must remain out at least one complete inning (6 outs), and if returned must be in his or her original batting order. Special attention: If a pitcher is removed because the manager or coach has visited him on the playing field twice during one inning (Two trips to the mound per inning rule), he may not return as a pitcher.
27. Outfielders must remain in the grass during their defensive part of an inning. They are allowed to enter the infield to get a ball when it is hit but must be in the grass before the ball is hit.
28. Each infielder must remain within 6 steps of their fielding position before the ball is hit. Absolutely no infield shifts.
29. If an infielder with possession of the ball calls a timeout, a runner will get the next base if they are more than halfway to that base. If they are turned and are advancing back to a base and timeout is called, they will have to stay at that base.
30. Infielders must be in the infield while calling a timeout. Outfielders cannot call timeout.

31. No Contact: If a defensive player has the ball and is at the base awaiting the base runner, then the base runner must give up, return to the previous base, try to go around or slide to avoid direct contact. If the base runner does not slide and collides with the defensive player, who has the ball and is at the base, then the runner will be out. If in the umpire's judgment any contact was malicious, then the player is out (base runner) and ejected. It is the intent of this rule to not allow unsportsmanlike or dangerous play while sliding or to provide an opportunity for the defensive player to make an out by creating contact. No jumping over the defender is allowed.
32. If a batter or base runner comes in contact with a fair ball, they are out.
33. There will be a 50 ft. base path and 46 ft pitching mound with a 10 foot diameter around the pitching rubber.
34. After all legal players have been used and an injury occurs that requires the injured player to leave the game, the opposing manager will select a player from the bench to replace the injured player. Should the opposing manager refuse to select a player, then the injured player's manager may select the replacement player. The injured player may not re-enter the game and the replacement player will take the place of the injured player in the batting order.
35. If a batter strikes out and the catcher does not catch the ball, the batter will still be called out and will not be allowed to advance.
36. "Run Rule" is in affected after 4 completed innings and a team cannot logistically win. Run Rule: A game will be complete if the home team leads by twelve (12) runs after three and one-half innings, or the visiting team leads by twelve (12) runs after four innings.
37. No team may have more than eighteen (18) players on its active roster. The cut-off date for signing new players is four weeks after the first scheduled game.
38. All official league games must be played on diamonds that measure sixty (60') feet between bases. The pitching distance should be forty-six feet, (46'). (An exception may be present on some current city fields).
39. Players must wear double-ear tab helmets while at bat, on bases or until they have left the field of play. Catchers must wear a protective cup while catching.
40. No game shall start with less than nine (9) players, or having started be allowed to continue or finish with less than nine (9) players unless it is agreed upon by the opposing team manager (BAT 9, PLAY 9)
41. Home team is responsible for supplying (2) game balls.
42. A pitch count is to be kept for each pitcher in all games, each coach is to keep the count and report it to the opposing team at the end of each inning. Pitching limits are 75 per child in a 48 hour period.
43. Baulks on pitchers will not be called.

44. Active players are allowed to chatter to pitchers or batters from the bench or field. Pitchers and catchers are not allowed to chatter while on the field in those positions. Chatter is limited to “hey batter or Hey pitcher” only.
45. Home team must finish batting practice forty-five (45) minutes, and visiting team twenty-five (25) minutes, before game time. Home team must finish field practice fifteen (15) minutes, and visiting team five (5) minutes before game time.